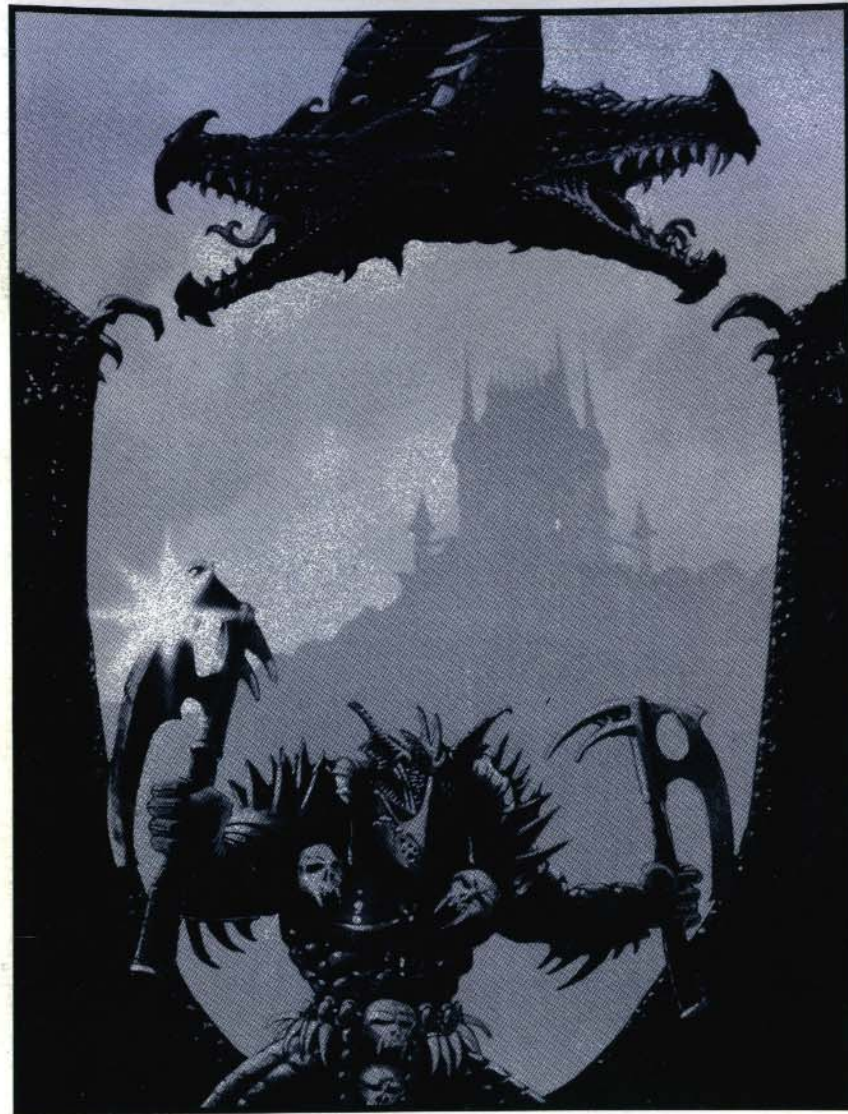


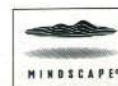
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Dragon Lore™



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3DO
User's Manual

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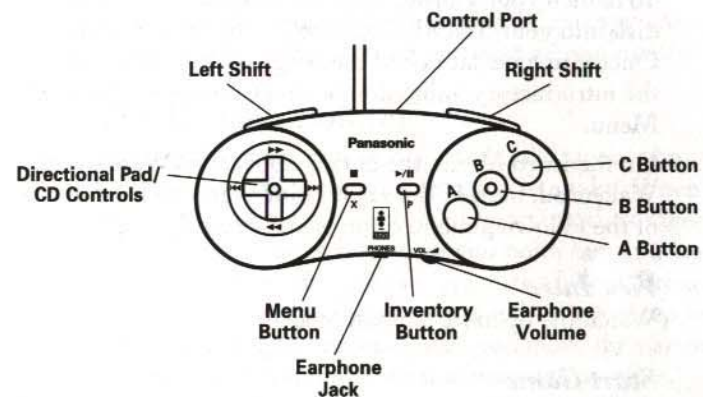
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Game Controls



Directional Pad

The default game controls are shown below.

up	↑	move forward
down	↓	move backward
right	→	move right
left	←	move left

Beginning the Tale

To launch your journey into the Dragon's dream, insert disk into your 3DO Interactive Multiplayer System. Once you have launched the program, you can watch the introductory animation or press **A** to open the Intro Menu.

On the Intro Menu, the cursor appears as Werner von Wallenrod, hero of the saga. Point Werner's head at one of the following menu options and press **A**:

View Intro

Watch the opening animation again.

Start Game

Begin game play.

Load Game

Once you choose this option, point and press **A** on the name of the game you want to resume.

Options

The following options are available from this screen.

Sounds On	turn sounds on and off
Speech On	turn speech on and off
Subtitles On	turn subtitles on and off
Delete Game	delete saved game
English	select your language
Exit	returns to Intro Menu

During game play, you can press **X** at any time to open the Escape Menu, which lets you continue, load, save, restart, or quit the game. Just point Werner's head at the option you want and press **A**.

Taking the Dragon by the Tail

Game play is based on three simple principles:

- Press **X** to open the menu.
- Use the directional pad to go places and do things.
- Press **P** to open your inventory.

Once you've mastered these principles, moving around the game and taking actions becomes second nature.

The Dragon Pointer

In the game, your cursor is a small red dragon who animates to indicate actions that you can take. When you're not pointing at anything important, the dragon spins slowly around, but when you point him at a 'hot' area he animates in various ways, listed below. Press **A** to do the action that the dragon is indicating. Keep your eye on the dragon's animation as you move the cursor around the screen to see what actions are possible.

Dragon pointing forwards = Move forward.

Dragon pointing backwards = Move backwards.

Dragon pointing left = Move left.

Dragon pointing right = Move right.

Dragon with black ball in mouth = Pick up the object you are pointing at. You can then put the object in inventory and use it.

Dragon with hammer in mouth = Do something.

Eyeball = Look at an area of interest.

Moving Around

To move around, first point the dragon in the direction you want to move and see what the dragon does. For example, if you want to turn left, point the dragon at the left hand edge of the screen - the dragon should begin pointing to the left (if the dragon doesn't point, you can't move in that direction).

Once the dragon is pointing, press **A** and you will move. Practice this, and you will soon see that the dragon is invaluable in showing you your movement options.

To move forwards

point the dragon to the center of the screen.

To move backwards

point him at the bottom-center of the screen.

At some stages of the game you can also point at the upper-middle of the screen to go up or jump, and at the lower-middle of the screen to go down.

Remember if the dragon doesn't point in the direction you want to go, you can't go that way!

*Note: Some areas of your travel are depicted with animated sequences. If you wish to speed up your travel through the game, you can press **A** to skip these animations.*

Picking Up/Using Objects

When your pointer is over an object that you can pick up, the dragon will appear to pick up a little black ball in his mouth. Press **A** to pick the item up - your cursor will change to the new item. You can then take several actions, as follows:

Use/Give an object

When your pointer has turned into the object, point at the area/character to which you want to use/give the item and press **A**.

To place an object in your inventory

When your pointer has turned into the object, press **P** - your inventory screen will be displayed. Point the object to a free space on the screen and press **A** to keep the object. Press **P** to exit the inventory screen. See the following section for a detailed description of all your inventory actions.

The Inventory

To access the inventory screen, press **P**. To exit the inventory, press **P** again. While in the inventory screen, you can do the following:

Put an object into your inventory

Having picked up an object (see 'Picking Up/Using Objects' above), point the object to a free space on the screen and press. The object will be placed in your inventory.

Take an object out of your inventory

Point at the object you wish to remove and press **A** - the cursor will turn into the object. You can then use the object in the way you wish (see 'Picking Up/Using Objects' above, and also the following sections).

To examine an object

When your cursor is an object, hold it over Werner's eyes and press **A** - the item is described.

To open an object

Some objects, such as a book can be opened. To open an object, hold it over Werner's eyes and press **A**.

To ready armor

When your cursor is an object of armor, point at Werner's body and press **A** (you have to be wearing armor for it to be effective - it is no good just carrying it!). The armor will appear on Werner's body.

To ready a shield

When your cursor is a shield, point at Werner's right arm and press **A**. (You have to ready a shield on your arm for it to be effective - it does no good in your backpack.) The shield will appear on Werner's arm.

To ready a weapon

When your cursor is a weapon, point at Werner's left hand and press **A**. (You have to ready a weapon in

order to use it in combat - it is no good just carrying it!) The weapon will appear in Werner's hand. If you don't have a weapon, you can ready/unready Werner's fists by pressing **A** on his left hand when your cursor is the dragon.

To ready the spellbook

When your cursor is the spellbook, point at Werner's left hand and press **A**. The spellbook appears in Werner's hand. When you leave the inventory screen the spell runes will appear in the bottom-left corner of the screen. See 'Other Actions' below for information on casting spells.

To unready armor/a shield/a weapon/ or the spellbook

When your cursor is the dragon, point at the object on Werner's person and press **A** - the cursor will turn into the object. You can then put the object back into your inventory, or use it in some other way (see the sections above).

To see Werner's vital statistics

When your cursor is the dragon, point at Werner's head and press **A**. Your statistics will be displayed.

Viewing spells the spellbook

Once a spell has been added to your spellbook, drag the spellbook to Werner's face and press **A**. The spellbook will open to reveal the spells and the runes necessary to cast. Moving the dragon cursor to the top and bottom of the screen and pressing **A** will scroll through all available spells. Press **A** to exit spellbook and go back into inventory screen.

To take an object out of an enemy's inventory

After you kill an enemy, you can point the cursor over the enemy and press **B**. Drag the object you want to your inventory. To open the object, place the cursor over the object and press **B**.

Other Actions

To talk to a character

When your cursor is the dragon, point at the character and press **A**. Press **A** again to step through the conversation. You do not have to be standing immediately in front of a character to talk to them, you can often hold conversations from a distance.

Note: to avoid unwanted combat, it is recommended that you do not try to talk to characters when you have readied a weapon (see below). Refer to the 'Inventory' section above for details on readying/unreadying weapons.

To fight with a readied weapon

Press the left shift and right shift buttons on your controller to strike blows.

Using the spellbook

When you locate the spellbook (you will find that it does not come complete with spells. Spells can be found throughout the game and will assist you in continuing on your quest. To add a spell to your spellbook, drag the spell to the spellbook in inventory and press **A**.

To cast a spell

Once you have readied the spellbook (see the 'Inventory' section above), point to each rune and press **A** for the spell you wish to cast, then press the **right shift button** to cast the spell.

To use a feature that cannot be picked up (for example, to operate a switch)

When the dragon has a hammer in its mouth, press **A**. The feature will then operate.

To look at an area of interest

When your cursor swirls into an eye, press **A**. You will then see the area in more detail.

The Journey Begins...

As you travel through the adventure, powerful enemies, magical obstacles, and obscure quests can thwart young Werner on his journey. As Werner travels through the Circle of Standing Stones, mountain caves, rivers, bogs, and streams, help him keep an eye peeled for the Book of Spells, for it will help him greatly. Good journey, fair weather to ye, and Godspeed.

Dragon Dreams

Philosophers have said that our world and all of its peoples are just figments of a Dragon's Dream. If that is true, then our world has cause to realize that Dragons do not only dream, they have nightmares.

When Dragons can be persuaded to speak of their past and heritage, they have occasion to mention a Father Dragon, or Wyrn, who dreamed the world into existence. Others speculate that the gods created the world through thought or divine fiat or dance or lovemaking. The Dragons seem the most positive, however, and who wishes to argue with a Dragon?

Whoever dreamed up the world, the Dreams were varied and colorful. The Dragons found themselves in a world of great plains, rushing rivers, storm-tossed seas, flourishing forests and majestic mountains. They had little time to enjoy them before the Dreamer began to create other creatures besides Dragons.



The Peoples of the Dragon Dream

Men there were, of many sizes and shades. Prolific and adventurous, they filled the world. Their first love was the soil of the plains, which they quickly learned to plough and seed. They were also active hunters, and learned to domesticate the wild Troggs, which they used for transportation as well as food and milk and leather.

Trolls, more powerful but less intelligent than men, found gullies and caves they could call their own and hold them away from the acquisitive ways of humankind.

Dwarves, shorter and sturdier than mankind, and not nearly as prolific, found their place in the mountains and mines. Their craft work with stone and metal was unequalled and they carved their own place in the world. Men wanted the iron and other metals guarded by dwarves, but learned to respect first dwarven weapons and weapon skill, and second the craftsmanship of the dwarves.

Elves, long lived and long-limbed, roamed the world and found their peace in the trees; retiring to and protecting the forests. They resolved through negotiation when possible and battle when necessary the problems that arose because of man's lust for the ground beneath the trees and the human urge to cut down the forests for their timber and raise crops in place of trees. But the world of the Dreamer was full of lush plains waiting for the plough, it was much easier to leave the elves to their forests and trade for the wood, other forest materials and woodcrafts.

The seas became the home of the Sea People, who could breathe both water and air. They dealt with mankind as equals, supplying the fruits of the sea in exchange for the food and crafts of men and the goods of the dwarves and elves, with whom they could have little contact. In this way mankind found its second proficiency after farming—trade.

The Dragons of the Dream

The Dragons of the world watched these latecomers with interest. Each found something compelling in one of the races, and the humans were so diverse that many Dragons found one element or another fascinating and attached themselves to that faction.

The Dragons identified with their factions and aided them in their wars. At the same time, the Dragons had sufficient respect for every part of the Dream that they imposed their morality of fair struggle and honorable war craft on their peoples. An outsider would be hard put to determine whether the Dragons were the allies of their respective peoples or the peoples were the toys of the Dragons (no one would think of the Dragons as the slaves of the peoples). Fortunately for everyone's peace of mind, there were no outsiders to speculate, and the insiders were well content with the situation without thinking about it.

The Gods of the Dragon Dream

Besides the Dragons, the inhabitants of this dream world (if dream it is) found other higher beings to worship for their benefit or placate for their whims. Are these Gods further figments of the Dream? Are they from outside the Dream, taking what worship they can for whatever reason they have? Did they create the Dreamer, or did the Dreamer create the Gods? These are questions with many contradictory answers.

Ares, Lord of War, inspires his followers in their incessant battles and wars. In the early days of the Dream, combat happened between warriors in the battlegrounds kept for the purpose. All the races fought, both against each other and within their race. They fought for land rights, they fought for honor, they fought for conquest. But, taking their cue from the Dragons around them and the precepts of their Lord of War, they fought honorably against other warriors, not against their unarmed people. Wars were the subject of songs and celebrations and honoring the fallen warriors who went forth to do battle willingly. They did not cause burned fields and destroyed families.

Mother Death, also known as Hela, is she who welcomes the warriors and others who die within the Dream. A grim but fair mother, she welcomes all of her children to her arms and selects those who will be allowed to reenter the world as babies. Many do not wish to go to her arms. She forgives and comforts those who are merely reluctant, but those who defy her may find their wishes respected, and be forced to roam the world as undead - fearsome monsters with terrible appetites for life and no way to satisfy those appetites, though they must try to drain the life from any living creature they meet.

Ulla, Goddess of the Earth, is the nurturing mother of the grain, a principle of life in contrast to her sister Hela. She brings the harvest in conjunction with her consort Ignis the Sun, and all worship her for her bounty.

The Nightmare

From somewhere, perhaps the depths of the Dreamer's Nightmare, came the Wasters, the Orcs. They came late to the world and perhaps felt that they had been left out of the partitioning of the world's resources. They decided to take those of all the other races.

They were as quarrelsome and prolific as humans, but had no instinct for creation and conservation. If they wanted something, they took it or fought for it or broke it if they could not have it. Catching the human kingdom of Avayle in the middle of a war, they fought for one side against the other, then turned on their masters and consumed (literally) them after their victory. They killed and ate every citizen of the nation as well as every item of food and every domesticated animal, then looked for new lands to consume. Using all the resources of that first kingdom without replenishing them, they marched on the surrounding lands and laid waste to them. By the time the rest of the Dreamer's children knew there was a threat, an entire continent lay black and ravaged and Orcs in looted ships were landing on the shores of the next one.



The peoples of the Dream attempted to organize to oppose these invaders. The Dragonprinces assembled to take action, but their councils were broken again and again by old jealousies and bitter memories. They fought independently and fell. Great Dwargo, Champion of the Dwarves and rider of the Steel Dragon, fell defending the great underground mines of Murvinachberg, and his Dragon was said to have fallen with him. But no one could enter the mines to determine the truth of the tale.

Gogus, King of the Trolls and rider of the Crawler Dragon, died in his mountain cave, surrounded by mountains of Orcish dead. The Crawler Dragon has not been seen since and is thought to have died as well.

Helmut of Sternwald, human rider of the Sapphire Dragon, led the forces of three kingdoms in a great victory over the Orcish hordes. The bodies of Helmut and his Dragon were found under a heap of Orc bodies (as well as the bodies of Helmut's personal bodyguards). This was the first definite knowledge that a Dragon could die. The shock ran throughout the races of the Dream. In a month's time another Orc army marched on Sternwald and its allied kingdoms, destroying the depleted and demoralized armies and the citizens they tried to protect.

Some nations tried to surrender to the Orcs, only to find that the Orcs had no use for agreements or even slaves, except as meat animals. Others defended themselves to the last able-bodied person, killing their loved ones rather than leaving them to the evil ways of the Orcs before they, in turn, died killing Orcs.

The Long Retreat

Early in his career, the charismatic Arthus of Erwyndyll had befriended the Archmage, a man of such age that no one remembered his given name; he had been just "the Archmage" for centuries. He was reputed to be the only entity who could directly contact the Dreamer and influence his Dreams. This interference was known as Magic (short for Archmage Work), and he could work marvels with it.

Others also studied Magic and had some proficiency, but the Archmage was far and above the greatest practitioner.

He spent most of his time "Talking to The Dragon" as he called it, but in light of the great threat of the Orcs he had devised a plan.

His power was not enough to destroy the Orcs. As part of the Dream, the Orcs as a race could not be eradicated. But he could take an immense valley he knew and turn it into a fortress against the Orcs, creating a great Wall that would keep the Orcs out.

Eventually, the Orcs would destroy the rest of the world and no longer have anything to feed them. The inhabitants of the Valley only needed to keep the Orcs away until they had consumed all their possible sustenance, then they would be easily destroyed by their well-fed and trained enemies.

Arthus embraced this idea and persuaded his fellow champions to go along, though it would mean that most of them would have to leave their own lands. It was your father, Axel von Wallenrod, who was chosen to lead the people to the safety of the valley.

For ten years the Dragonprinces fought the Orcs back while their peoples, protected by Axel, left their lands and took as much as they could to the Valley. Every day they could see the walls rise around the Valley

as the Archmage did his work. Leaving only one pass open, the Archmage built the walls higher and higher, merging with and altering the Dream to make the Valley impregnable.

Many of the Champions fell in that battle, but their Dragons selected new riders from among their families or, if the family had been destroyed, from among the people they sponsored. Axel survived, fighting all the way, and eventually led the last of the rescued people into the Valley. Elves, led by their DragonPrince, Sylvan of Sygill, arrived and established themselves in the Valley's forests. Trolls, bereft of King and Dragon, nevertheless arrived and settled in the remote mountains south of the Valley. No Dwarves made the retreat, though there is hope that some still survive in their mines about the world. Most of the People of the Sea had retreated to the depths of the oceans, but their champion, Formar Thain of Hav'shal, fought alongside the Dragonprinces and resolved to stay in the Valley to defend it. The Sea People, bereft of the trade that maintained their technology and culture, began a long slide toward savagery even as the Orcs looked at the sea and plotted ways of despoiling it.

In The Valley

Once in the security of the Valley, the peoples relaxed. The Walls were tall and smooth. The Orcs could not break through. Attempts to climb them were met by the Dragonprinces, who destroyed any ladders and climbing towers.

Towns were built and the peoples quarrelled. Concentrating on security against the Orcs, Arthus and his court of Dragonprinces did little to govern the Valley, letting the peoples find their own agreements and arrangements.

Then, seventeen years ago, fifteen years after the Valley was settled, the Champion Axel von Wallenrod died in mysterious circumstances. Cries of treachery echoed throughout the Valley, and the von Wallenrod Dragon, the mighty Dragon of Fire, could not be found. The Dragon has not been seen since, and its fate remains unknown.

Suspicion fell on Haagen von Diakonov, long a rival of von Wallenrod for the position of Heir Designate to Arthus, but there was no evidence. Haagen did not try to seize the von Wallenrod lands, and he was a great fighter against the Orcs. Slowly, the furor subsided, but Arthus began to take more of an interest in ruling the Valley as well as protecting it. He finally found a wife, a cousin of Axel von Wallenrod, and established his line by siring a son and daughter. The position of Heir Designate was held in abeyance.

He also established an order of Knighthood to protect the Valley, promoting the Champions of the Great Battle to the bold rank of DragonKnight (with the permission of the Dragons). These Knights frequently held tournaments to show off their skills with sword, crossbow and lance, and to train prospective heirs to their title.

How, the peace of the Valley is being disturbed. There have been isolated sightings of Orcs within the Valley, though never in great numbers. Demons, strange extra-planar creatures that have always plagued the Dream (though more as nuisances than the menace that Orcs are) are also said to appear.

Outside, more and more Orcs are attempting to scale the walls. The Archmage reported a few years ago that virtually the rest of the world was a barren hulk, and the culminating battle would soon take place. He then departed and has rarely been seen since.

Among the DragonKnights a few have died or retired and others have taken their places. Fully half are still the champions who sealed the Valley. At times of importance this Council of DragonKnights can be found gathered at the Dolmens, where they meet to cast votes, though it has been a long time since all places at the Dolmens were taken.

The DragonKnights

The Dragons and their Knights were originally sixteen pairs in number. Three Knights of that number did not survive the retreat to the Valley. The fates of these pairs are described in that section of this book titled Dragon Dream.

The following is a description of the remaining members of that noble band and their successors. Some of the Knights are veterans of the Great Retreat, others are their children or heirs. All of the Dragons, of course, are the originals.



Arthus of Erwyndyll

Background

Arthus was the Champion and King of Erwyndyll, an idyllic land destroyed by the onslaught of the Orcs. He led the survivors of Erwyndyll and those of other lands to fight the Orcs for years and, in the course of his battles, met the Archmage and befriended him. Together they conceived of using the Valley as a refuge and commissioned Axel to lead the peoples to the Valley. A veteran warrior even then, his bravery and fighting skill saved the refugees many times. His charisma and fellowship attracted the other Dragonprinces to him and forged them into a deadly fighting force.

Helios, The Solar Dragon

History

Centuries ago, the people of Erwyndyll were frightened by the appearance of a great light in their sky. Closer and closer and more and more brilliant came the light. Some thought that the sun itself was coming to destroy them all, but the lack of heat to go with the light was somewhat reassuring.

Finally, the source of the light was revealed as Helios, the Solar Dragon, who announced that he would henceforth make his home among the people of Erwyndyll. He chose from the warriors a rider and remained with the people of Erwyndyll until the Orcish invasion.

He had only recently chosen Arthus as his rider when the invasion arrived. It was coincidence that Arthus was the King of Erwyndyll, though Helios had been a King's steed before.

Haagen von Diakonov

Background

One of the original champions assembled by Arthus of Erwyndyll was Aachen von Diakonov, a brave fighter from a shadowy land who had captured the attention of the mysterious Dragon of Darkness.

Together they fought valiantly against the Orcs and guarded the Long Retreat. Finally, Aachen led a force of Trogg-mounted Knights in an attempt to rescue a caravan of refugees beset by Orcs. None ever returned.

Months later, when the Retreat was over and Arthus was leading his men against the Orc pursuers while the last of the refugees entered the Valley, a dark-visaged warrior on the Dragon of Darkness appeared and helped drive the Orcs off. He introduced himself as Haagen von Diakonov, heir to Aachen, and the obvious approval of the Dragon of Darkness made his acceptance into the Dragonprinces automatic.

He struck up an immediate rivalry with Axel von Wallenrod. The two Dragonprinces, each a mighty warrior, fought and schemed to gain the position of Heir Designate to the then-unmarried Arthus. When Axel was killed, Haagen was the immediate suspect, but there was never any evidence to prove it.

Now, the birth of Arthus's son Meritus seems to be thwarting his obvious ambitions of dominance, but no one thinks his scheming is over. Moreover, he has engendered such respect as a fighter and leader that many other DragonKnights are of the opinion that, should anything happen to Arthus, the experienced and battle-hardened Haagen would be a much better choice for leader than the young Meritus.

Dagon, the Dragon of Darkness

History

Unlike most of his fellows, Dagon is a wanderer. His travels have taken him to lands of deep and shadowy forests, high mountains that cast long shadows, and deep ravines where the sun rarely shines. As he travels, he has found and bonded with riders who share his liking for the shadows and faraway places.

His first human companion was known as von Diakonov, which means "of the darkness."

Kuru the Seneschal

Background

Thorban the Ruby Rider was one of the first champions to follow Arthus in his attempt to unify the Dragonprinces. A mighty champion, he had never taken the path of rulership, content to be a champion for his people and a military leader.

He watched his people die on Orcish spears as he tried in vain to defend them all. With a ragtag remnant he retreated to where Arthus was fighting his own fight and swore fealty to the King of Erwyndyll.

The two were inseparable from that day forward. Side by side they fought the Orcs and led the people to the Valley. Once inside the Valley, Arthus made Thorban his Seneschal, his executive officer.

Thorban died of an Orcish arrow while defending the wall and the Ruby Dragon he rode picked his son, Kuru, as his successor. He admired his father and Arthus and wanted to emulate them, but he has never been as strong as either. To compensate, he developed his potential for scheming and craftiness.

Smargada, the Ruby Dragon

History

Smargada was a lonely hunter over unpopulated volcanic lands when explorers found him. He almost instantly bonded with these people and showed them all the secrets of the rich but violent land they had entered. He bonded with a warrior and became the champion's mount for the people of the hills.

Smargada is one of the first of the Dragons to bond with humans, and his vitality always seems to be dependent on that of his rider.

Tanathya Hyrenaph

Background

Tanathya is the third of her house to be among the Dragonprinces. Her grandfather joined Arthus for the Long Retreat and died during that running battle. Her mother was selected by the Dragon of Heaven, so Lathana took up the Dragonlance and fought to shepherd the last of the refugees to safety, then was a strong member of the Valleys wall guards for several years.

Badly wounded in tournament against Haagen von Diakonov, Lathana gave up her position to her daughter (with the concurrence of the Dragon) and Tanathya has continued to the present day. She is about thirty years old and much admired for both her skill and beauty.

Epiphanor, Dragon of Heaven

History

The shepherds of the mountain nation of Tathos were bedevilled by a strange malady that would inflict hallucinations on them and cause them to lose control of their flocks. When the shepherd came out of the hallucinations, one or more members of the flock would be gone forever.

Finally, a sage of the people and some adventurous companions tried to find the source of the malady and eventually found Epiphanor, who had been having a wonderful time befuddling shepherds and eating sheep.

The sage persuaded Epiphanor that he should join the people of Tathos rather than bedevil them (for a guarantee of all the sheep Epiphanor could eat), and Epiphanor became the champion's mount for Tathos. After some searching, he found a family he could get along with and has taken his riders from among that family ever since.

Herg Nach Drakhonen

Background

Bergen Nach Drakhonen was the heir to a long line of Dragon riders. They rarely ruled, because they were too direct and slaughter-prone to be statesmen. Others wondered why Cragor, the Dragon of Earth, kept picking members of this strong-thewed but weak-brained family as its rider, but anyone who got to know Cragor soon realized that he was merely attracted to humans who emulated his own attitudes.

Whatever Bergen's faults, he was a strong fighter and helped mightily in the Long Retreat. After the final battles, he retired to his new holdings, built a castle, and settled down to raise a family. However, his wife died early, for reasons that made other women less than anxious to form a liaison with Bergen. He raised his only son to be a fighter like his father, and Cragor gladly accepted young Herg when he was ready to lift the Dragonlance.

Cragor, Dragon of Earth

History

Cragor is said to have been found in a quarry being dug by the people of Krakhonen. At first, they thought him some kind of monster, because he did not have the qualities of the other known Dragons. But when a brave warrior approached the monster and found himself bound to the creature, they realized that there are many shapes to Dragons.

Formar Thain of Hav'shal

Background

Formar Thain of Hav'shal is one of very few of his people in the Valley. Meant to roam the vast saltwater seas, the amphibious People of the Sea can survive in the Valley, but they have little tolerance for it. Most of the People have taken refuge in the depths of the Sea, forcing them to give up the technology of civilization that had become a part of their culture. Though the Orcs may never be able to destroy them or all of their foodstuffs, their way of life has been destroyed.

Seeing that Arthus and his DragonKnights were the only real hope of the world, Formar determined to stay with his comrades in arms trusting that they would eventually be able to destroy the Orcish menace and make the shallows safe for his people once more.

Hippocamp, Dragon of the Sea

History

This Dragon came amongst the People of the Sea early in their history. His origins are surrounded in legend. He has never followed a particular lineage, but has chosen his rider from among the best of the People's warriors.

Cheldrya Serpentina

Background

The champion of a beautiful coral archipelago far in the Western Sea, no one knew of the Rider until he arrived amongst the defending armies, describing the destruction of his happy island people. Kahune the Strong joined the alliance and fought bravely.

Once in the Valley and already old, he knew that he could fall to age as easily as Orcish spears, and looked about for a proper successor. He found her in Cheldrya, a young noblewoman among the refugees who had already fought off three Orcish raids, one virtually single-handed.

Not impervious to her beauty, he married the woman and, by the time he died, Turt the Coral Dragon was willing to accept her as his rider.

Turt, the Coral Dragon

History

Turt came to the people he was to protect in their fishing nets. Thinking they had a prize of a giant tortoise, the fishermen were much surprised to be engulfed in scalding steam and see their mates gobbled up.

Turt was the scourge of the islanders for many years until a brave warrior tried to meet him on his own terms. From that meeting came the position of Champion of the Islanders, and Turt as his mount.

Alexandre of Egregalionne & Sylvan of Sygill

Background

'Alexandre & Sylvan are one and the same person, yet at the same time different.' This is the answer the Archmage has provided each time he has been questioned about these peculiar DragonKnights.

The Archmage found and befriended them on his travels and persuaded them to join the efforts of Axel and Arthus against the Orcs.

Belonging to a race of people strange in both looks and in temperament, they are two different people sharing the same body. They also can never agree on anything.

Gulesiame, Red Dragon

History

Almost as little is known about Gulesiame's history as is known about his riders.

He is generally regarded as a master of diplomacy since he always manages to keep the peace between Alexandre and Sylvan, without actually agreeing with either of them.

Fujitomo No Samatory

Background

Fujitomo No Samatory came to Arthus's alliance from out of the east, with stories of a cultured and courageous people overborne and consumed (literally) by the Orcish tide. Although not young, he and his unique Dragon stayed to fight the onslaught and protect the refugees. A brave warrior, Fujitomo survived in the Valley for eight years before old age took its toll and he passed away.

He never took a wife from among the people he guarded, and therefore raised no heirs to his title. His Dragon is still without rider to this day.

Yamatersu, the Imperial Dragon

History

The Imperial Dragon was intimately connected to the royal family of the People of the Sun, as Fujitomo's people were called. The Imperial family would consult with Yamatersu to choose a Champion to ride him. Since the death of Fujitomo, Yamatersu has been without rider through the lack of an heir, though some speculate that he will one day take a rider from another family.

Hellayne D'Artica

Background

Hellayne is the youngest of the DragonKnights, barely in her twenties. She is very reserved, many say as cold as the frigid land her people and Dragon came from.

Much of her reserve and wariness no doubt comes from the fact that her family has had great losses in the tournaments. Her grandfather, the Knight who rode Ymirsbane into the Valley, died in tourney against Fujitomo No Samatory. Her father was killed by Cheldrya Serpentine, and her brother by Herg Nach Drakhonen. Thus it was that a young girl found herself riding the mighty Ymirsbane.

Ymirsbane, the Ice Dragon

History

Ymirsbane is said to have been found frozen in a glacier. Whether he was in fact imprisoned in the glacier, or just happened to be sleeping in the path of a glacier has never been determined. He was awakened by Hellayne's Grandfather and instantly adopted their family.

Since that time Ymirsbane has had several riders, all of whom were chosen from that same family.

Chen Lai

Background

Chen Lai is the cousin and bitter rival of Fujitomo No Samatory. It has been said that the two of them conducted prolonged periods of feuding over the ruling of the people in the Eastern lands.

The Orcish tide however forced them to put aside their differences as they fought for their homelands. Unfortunately, they were unable to defeat the Orcs and so joined the Alliance of the Valley.

He continued his feud with Fujitomo up until Fujitomo's death, but he is regarded as an honorable DragonKnight and would not partake in any underhand actions.

Eldar, the Cloud Dragon

History

Eldar, the Cloud Dragon, chose Chen Lai as his rider due to his own rivalry with Yamatersu. His delight at the apparent lack of an heir to Fujitomo, therefore depriving Yamatersu of a rider, has been made very apparent.

Werner von Wallenrod (You)

Background

Your father, Axel von Wallenrod, was one of the great fighters of the Alliance. He was commissioned by Arthus to lead the people to the Valley and, finally, settled upon a wife and built a castle to raise his family. He tried to keep out of the politics of the Valley, but found Haagen

von Diakonov to be very untrustworthy, so he did what he could to blunt the thrust of von Diakonov's plans.

Many times von Diakonov challenged him to tourney, but Axel knew that the other's treachery would probably defeat him and, knowing von Diakonov's bloodthirsty ways, probably get him killed as well. So he retired from the tourney, and declined with thanks all invitations to participate.

However, this did not save him. He fell victim to death in circumstances most mysterious, the exact nature of which remains unknown.

Phlogiston, Dragon of Fire

History

Phlogiston is said to have risen from a lake of fire to confront those who dared to approach the lake. He must have liked what he saw, for he adopted the people and became their Dragon.

Phlogiston taught his people many secrets of fire. The von Wallenrod family became expert in the uses of fire and Phlogiston adopted Axel as his rider.

Following Axel's death, Phlogiston was nowhere to be found and has not been sighted to this day. Much speculation surrounds his fate.

Klaus von Straupzig

Background

Klaus von Straupzig is a DragonKnight and the leader of the few of his people that managed to survive the retreat into the Valley.

An excellent fighter, Klaus prefers to ignore the traditional weapons of sword, lance and crossbow and instead uses a pair of gauntlets fashioned into a wicked set of claws.

He and his people are elusive and quite secretive of their ways. Rumor has it that they are related to the Troggs and that the legends of intelligent Troggs stem from this source. No proof of this has been uncovered, although no official denial has been offered either.

Saridon, the Claw Dragon

History

Saridon, the Claw Dragon is a fighter in a very similar vein to his rider, preferring, as his name suggests, to use his claws in close hand-to-hand combat. He has always chosen his riders from the same lineage, but at the same time places great emphasis on their fighting prowess.

The Archmage

Although not a DragonKnight, the Archmage is nonetheless an important figure in the Valley. No one knows where the Archmage came from or his real name. He is a sparely built figure, usually sad and distant in his relations with others. He controls great power - the ability to deal directly with the stuff of the Dreams. Without him, the Valley could never have been sealed off.

The Archmage has expressed his support of the current leadership of the Valley on numerous occasions, and is thought to be one of the few factors keeping von Diakonov from seizing power.

Since the death of Axel von Wallenrod, he has been seen very little in public areas. He occasionally appears at the Council of the DragonKnights, but is otherwise unfindable.

Creatures and Menaces

The following are some of the creatures rumored to exist in the Valley. Some, such as the Orcs, are known to exist, while the substance of others is as yet unproven. There are those who claim that such creatures occur only in the mind, born of the fear experienced during the Great Battle. Others speak boldly of encounters with such things, although none have yet been able to substantiate their claims. The following descriptions have evolved through the folklore that surrounds these creatures.

Demons

Occasionally the edges of the Dream gets frayed. Through these frayed edges come Demons, creatures of great strength and ferocity. Despite their destructive ways they do not seem to have any connection to the Orcish hordes. They range about the fringes of civilization and occupy ruins. It is said that wizards can command these creatures, so long as the commands are simple and the wizard has sufficient command of the dreamstuff.

Demons are described as tall, well-muscled humanlike figures with goat-like horns and barbed tails. They have great manes of hair and much body hair covering their otherwise naked bodies.

Among the demons are said to be Grand Demons, who are of the same shape, but much larger and even stronger in comparison to humans than their smaller compatriots. These creatures are much to be feared.

Sprites

These tiny humanlike creatures are only to be found in a strange area of giant mushrooms. They were not one of the peoples led into the Valley by Axel, but it is not clear whether they were a product of the Archmage's spell, or have inhabited the Valley all along. Little is known about them since they are rumored to have powers of invisibility, and are rarely sighted by others.

Orcs

The Orcs are everywhere around the Valley, and sometimes a few get by the Dragon patrols and sneak over the wall.

Orcs are powerful fighters and savage torturers. They only live to loot and kill. They are human-seeming from a distance, but far more brutish and fear-inspiring when seen up close. They delight in ferocious screams and demonstrations of courage, but are actually cowardly alone or in small groups. Unfortunately, they are usually found in hordes.

No one knows where they originated. When they appeared, they arrived in force and immediately attacked all before them. They reproduce quickly and eat everything in sight.

Philosophers say that Orcs are actually the embodiment of elemental Chaos. Eventually they will eat everything edible in the world and die for lack of sustenance. But if they invade and destroy the Valley, there will be no one left to appreciate their demise.

For as long as the Orcs have been known, they have been led by Saur Krakham.

Saur Krakham

The leader of the Orcs is the largest and most powerful Orc of all. He has personally vanquished many leaders of humanity and the other allied races and is said to be interested only in war, torture and pillage. He apparently hates every non-Orc in the world, and is not too fond of his followers.

Troggs

In the world of the Dream, Troggs are the beasts of conveyance of choice. Unlike most inhabitants of the Dream, they are quadrupeds, walking on four legs in a huge stride that eats up amazing amounts of territory.

Troggs are omnivorous in habit though their teeth are more suited to being strict carnivores. There are legends of intelligent Troggs that fought the other races of the Dream, but apparently most of that intelligence has been bred out of them in favor of domestication, though they are certainly more intelligent than the fabled horse.

This intelligence along with their teeth and claws can make them fierce combatants. Anyone who finds themselves facing a Trogg in a hostile confrontation would be wise to consider their options most carefully.

Trolls

Strong and wily Trolls are sometimes mistaken for Orcs, but they are in fact larger and, in their own way, more civilized. Trolls brought the arts of brewing and distillation to the world, an addition to civilization for which they are both blessed and cursed.

While Trolls can be savage and berserk fighters, they are a reclusive species who hide themselves in gullies and caves, away from the intrusions of other creatures. Only a few traders have regular contact with the Trolls and, for the most part, they remain unseen.

Trolls are tall, human-like creatures with enormous noses and sharp teeth. Their torsos are squat and hairy; their arms and legs are much longer than the human norm. Adornment of their body hair with gems and beads is a Troll preoccupation. When in battle, they prefer impressive two-handed weapons to the intricacies of weapon and shield work.

Undead

These who have rejected the embrace of Mother Death are fearsome monsters indeed. They feel no pain and weapons have trouble biting on them. Only a fully armored fighter has a chance of destroying such a creature, and then the destruction may only be temporary, for who can truly kill death?

Undead look like dead people, for reasons that should be obvious. No one has ever seen an undead Dragon, Trogg, or even Orc or Troll, though such things might be possible.

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